



RAT RACE

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COMPUTER





RAT RACE

Instructions for use

SETTING UP

Read all instructions carefully — Check you have followed the correct procedure for setting up the VIC and inserting this cartridge.


Once you have plugged in this cartridge and turned on the VIC you may find the picture is offset to the top left of your TV screen.

To centre the picture use the  and  keys. Each time you press the  key, the picture will move to the right, and when the  key is pressed, the picture will move towards the bottom of your TV screen. Keep using these two keys until you are satisfied the picture is centred within your screen.

OBJECTIVE

As a mouse you are caught in a maze and your objective is to eat all 10 cheeses dotted around before either the chasing rats catch you, or the time allocated runs out. You have only three lives in all.

HOW TO START THE GAME

First of all turn up the volume on your TV set. To start the game press the  function key. You will find this key situated on the extreme right hand side of the keyboard.

HOW TO MOVE AROUND THE MAZE


To move around the maze to eat all the cheeses and avoid the pursuing rats simply use the following keys:—



If you have a Commodore joystick this can also be used to play Rat Race.

HOW TO CONFUSE THE CHASING RATS

If and when a rat is hot on your tail you can — if you wish —

confuse the chasing rat by simply pressing the  key. This key lays a star screen which creates a false scent and confuses the rat(s). However, pressing this key uses up your valuable time units, so use it sparingly.

SCORING

Throughout the maze, randomly placed, are 10 cheeses which have varying values. The first cheese is worth 100 points, the second 200 points and so on. There is one cheese worth twice the normal value. It is advisable to eat this one first, as it doubles the score for all cheeses eaten thereafter.

Watch out for a number of Black cats. If you have the misfortune to bump into one you lose one of your three lives.

When having eaten all 10 cheeses you may receive a bonus score (dependent upon how much time is left) but also the level of play increases with more cats to avoid and more chasing rats.

Scoring more than 20,000 points gives you an extra life.

FINDING THE CHEESES

On the right hand side of the screen is a small scale plan of the maze which not only shows the situation of each cheese but also the whereabouts of each rat. The cheeses are shown as yellow squares. Your mouse is indicated by a pink square and the chasing rats are the blue squares.

This scale diagram is for your information and for information only, so keep your eyes peeled for those rats!